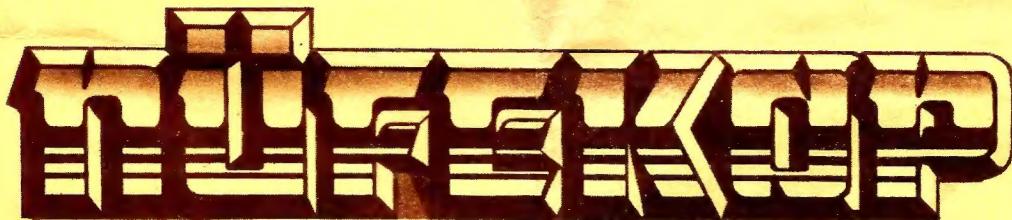


P.O. BOX 156

SHADY COVE, OR 97539



## P R E S E N T S

# QUIRK

HERE'S A FAST PACED GAME THAT'LL KEEP YOU HOPPING BACK FOR MORE. AS YOU WORK YOUR WAY UP AND DOWN THE LEVELS CATCHING THE FALLING OBJECTS, YOU ARE CONSTANTLY AWARE THAT ONE MISTAKE AND YOU COULD FALL DOWN INTO THE DEADLY SPIKES! GOOD LUCK.

### REQUIRED

5K COMMODORE VIC 20 COMPUTER  
COMMODORE TAPE PLAYER

### LOADING

TURN COMPUTER ON, INSERT TAPE INTO PLAYER AND REWIND. PRESS AND HOLD DOWN THE SHIFT KEY THEN PRESS AND RELEASE THE RUN/STOP KEY. NOW RELEASE THE SHIFT KEY AND PRESS "PLAY" ON TAPE. AFTER A FEW MOMENTS THE SCREEN SHOULD SAY LOADING. IF NOT, REWIND TAPE AND START LOADING PROCEDURE OVER.

### PLAY

THE OBJECT OF THE GAME IS TO SCORE AS MANY POINTS AS IS POSSIBLE BY CATCHING THE FALLING SAD FACES. YOU CONTROL THE PLAYER BY USING LEFT AND RIGHT OF STICK TO MOVE FIGURE, AND THE ACTION BUTTON ON STICK FOR JUMP. YOU CAN MOVE FROM LEVEL TO LEVEL BY EITHER JUMPING OR FALLING THROUGH THE HOLES IN THE MOVING FLOORS. EVERY SAD FACE YOU HIT IS WORTH 10 POINTS. IF YOU CAN WORK YOUR WAY TO THE TOP LEVEL, YOU CAN JUMP UP AND HIT THE LIGHT BLUE POWER PODS THAT MAKE THE NEXT SAD FACE YOU HIT WORTH 40 POINTS. GAME ENDS WHEN YOU FALL DOWN INTO THE SPIKES AT THE BOTTOM OF SCREEN THREE TIMES, OR WHEN FIVE SAD FACES MAKE IT TO THE SPIKES. ALSO, WHEN YOUR SCORE GOES OVER 300 THE HOLES IN THE FLOORS DOUBLE THEIR SIZE, INCREASING DIFFICULTY.

HIT SPACE BAR TO START A NEW GAME.